

Amendment to the Specification:

Please replace the existing abstract with the following amended abstract:

ABSTRACT

An autostereoscopic display device (1), comprising includes a display panel (10), a lenticular sheet (15) and an electrically controllable diffuser (80). The electrically controllable diffuser (80) comprises includes an optical medium (94), e.g. polyethyleneterephthalate (PET), with a structured surface (98) against an electro-optic medium (95), e.g. a small droplet polymer dispersed liquid crystal (PDLC) layer. The electro-optic material (95) refractive index is varied with an applied electric field (or zero field) and is switchable between at least (i) a value (n_2) substantially matching that of the optical medium (94), which provides a substantially non-diffusing mode, hence 3D operation of the display device, and (ii) a value (n_1) different to that of the optical medium (94) hence causing refraction at the structured surface (98), the structured surface (98) providing different refraction angles ~~(>0)~~ (θ_0) so as to provide an overall diffusing effect, hence 2D operation. The diffuser (80) may be provided as a stand-alone item.

Please replace the paragraph beginning on page 11, line 26 through page 12, line 3 with the following amended paragraph:

Figure 4A shows a (not to scale) typical angular diffusion (this may also be considered as scattering) profile 80 800 of a conventional bulk PDLC layer. The conventional angular diffusion profile 80 800 contains a strong “ballistic” peak 82 of light travelling through the PDLC layer unimpeded, and a broad multiple scattering shoulder 84. Neither feature is desirable. The strong ballistic peak 82 reduces the extent to which the light from two sub-pixels corresponding to a particular lenticular element fully and equally mixes. The broad multiple scattering shoulder 84 increases the extent to which the light from the two sub-pixels corresponding to a particular lenticular element is scattered wider such as to arrive in the light paths of other sub-pixels.